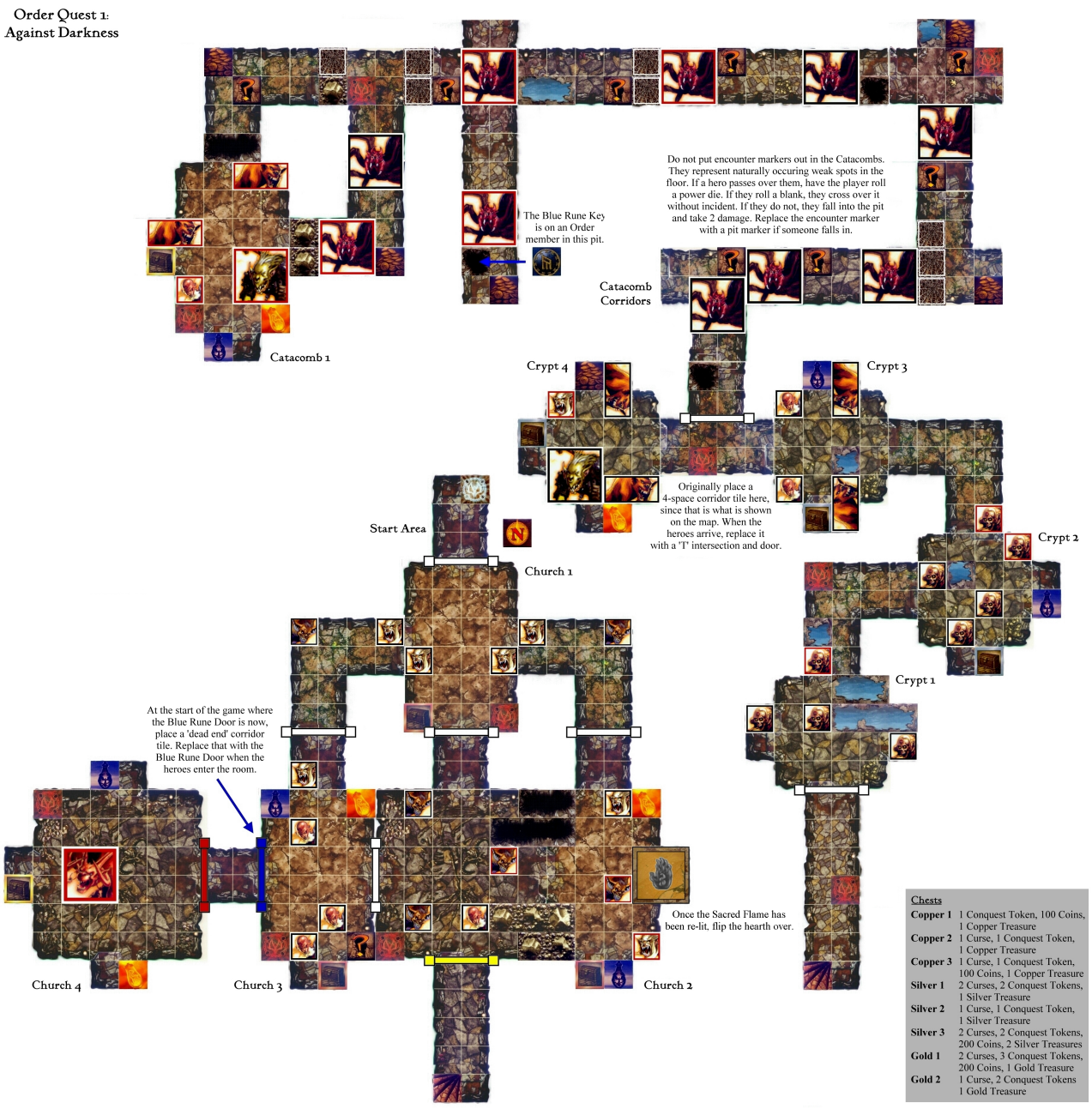
Order Quest 1:
Against Darkness
The Blue Rune Key is on an Order member in this pit.
Do not put encounter markers out in the Catacombs. They represent naturally occuring weak spots in the floor. If a hero passes over them, have the player roll a power die. If they roll a blank, they cross over it without incident. If they do not, they fall into the pit and take 2 damage. Replace the encounter marker with a pit marker if someone falls in.
Catacomb Corridors
Catacomb 1
Crypt 4
Crypt 3
Originally place a 4-space corridor tile here, since that is what is shown on the map. When the heroes arrive, replace it with a 'T' intersection and door.
Start Area
Church 1
Crypt 2
Crypt 1
At the start of the game where the Blue Rune Door is now, place a 'dead end' corridor tile. Replace that with the Blue Rune Door when the heroes enter the room.
Once the Sacred Flame has been re-lit, flip the hearth over.
Church 4
Church 3
Church 2
Chests
Copper 1 1 Conquest Token, 100 Coins, 1 Copper Treasure
Copper 2 1 Curse, 1 Conquest Token, 1 Copper Treasure
Copper 3 1 Curse, 1 Conquest Token, 100 Coins, 1 Copper Treasure
Silver 1 2 Curses, 2 Conquest Tokens, 1 Silver Treasure
Silver 2 1 Curse, 1 Conquest Token, 1 Silver Treasure
Silver 3 2 Curses, 2 Conquest Tokens, 200 Coins, 2 Silver Treasures
Gold 1 2 Curses, 3 Conquest Tokens, 200 Coins, 1 Gold Treasure
Gold 2 1 Curse, 2 Conquest Tokens 1 Gold Treasure

Order Quest 1: Against Darkness

This quest introduces the heroes to a new class: The Order of Kellos. They will be traveling to a defiled church in an attempt to re-sanctify it. Along their journey, there may be a surprise or two.

Introduction

You return from a morning of prayer to find a messenger eagerly awaiting you. Without a word he hands you a scroll sealed with the emblem of your order: The Order of Kellos. It is not without some trepidation that you break the seal and begin to read the missive: “A Temple of Kellos has been profaned and their Sacred Flame has been extinguished! Since you are the leader of the nearest church, three tasks have fallen upon you. Firstly, determine just what fate has befallen our Church and its Members. Enclosed you will find the last known blueprints of the church and its crypts. We hope they will serve you well. Secondly, you must re-sanctify the Church by re-lighting its Sacred Flame. We trust that you are familiar with this ritual. Thirdly, The Word of Kellos must be recovered and returned to safety. Of the three tasks, the last is paramount. You must proceed with all haste! Fire and Light!” Stunned, you collapse into a nearby chair. ‘Fire and Light’ indeed.

Quest Goals

As you prepare to enter the defiled Church, you are surprised at just how dark it is. Even at midday, the shadows seem to linger just a little bit longer and seem to curl and eddy in the wind like a fog. Your goals echo in your head: “Determine what has happened to the Church and its Members. Re-sanctify the Church. Return The Word of Kellos.” If you can reactivate some of the ancient glyphs of transport, all the better. You start with 5 conquest tokens. If you ever run out of conquest tokens, darkness will have triumphed. Good luck.

Since the heroes are recovering treasure from a church, none of the items forbidden to their class will be present in the chests. Remove them from their decks. Health and vitality potions are not used in this quest either. Instead the markers represent holy water and Kellos’s Fire respectively. If a treasure

chest says to give a potion to the heroes, give them the appropriate equipment card instead, with a marker representing one potion of that type. If your party is not made up entirely of Order Members, all types of potions may be purchased from town. Remove 'The Word of Kellos' from the gold treasure stack.

Conquest tokens will also be awarded for information discovered as to what has happened at the church and to its Members. One conquest token will be given to the party for each question answered at the end of the quest.

Area Descriptions

These descriptions should be read as the appropriate areas are revealed by the heroes.

Church 1

The first thing you notice is the smell. It palpably hits you as you and makes your eyes tear and your throat burn. As you clear your eyes, they well again as you take in the damage done. Priceless holy relics are strewn amid the filth and destruction. Someone seems to be looking for something. Beastmen prowl about the room and the leathery rustling of wings can be heard in its corners.

Church 2

What was once the main worship room of the church is now desecrated. A pile of partially burned pews lay in a heap to the north. A cold wind gusts through a large pit by the south wall, its origins unknown. But worst of all is knowing that the Sacred Flame of Kellos once burned here. The hearth is cold. The defilers turn to face you.

The main goal of this room is to re-light the Sacred Flame. It takes two turns to complete the ritual. If the hero performing the ritual is interrupted, that is, wounded, the ritual will fail and must be started again. The overlord may use the card 'Razorwing Flock' and spawn them from the pit unless the players state that they are guarding the pit. The razorwings have 4 movement left after they leave the pit.

If the heroes re-light the flame:

> The Sacred Flame erupts with a roar. The lingering darkness is burnt back and the room is suffused with warmth.

The heroes gain 3 conquest tokens for re-lighting the flame. This room is now consecrated to Kellos and has all those benefits listed for 'consecrated ground'. The overlord may not spawn creatures in this room while the flame is lit.

If the heroes speak "The Flame is the Key" near the Sacred Flame:

> A chime sounds and a yellow key appears suspended in the flames before you. Unafraid, you reach out into the fire and take the key.

Give the heroes the yellow rune key.

If the heroes open the door:

> The backside of the door shows numerous claw and tool marks from where it was attempted to break in. Stairs to the north lead down deeper into the crypts themselves.

Church 3

This room appears to be the personal one of the head priest. A bookcase lies overturned in a corner but otherwise it has been spared the defilement of the other rooms. There is a door, however, where none exists on your map. A heavy book lays open on a lectern to the north, being perused by a sorcerer. As you open the door, he turns to two others of his ilk and shouts a warning.

If the heroes read the book:

"The recent tremors have made the crypts unsafe to enter. I have sealed the crypt door to halt the spreading abominations, and consigned the key to the Flame. The Flame is the Key. Our only hope now is that my plea for aid does not go unheeded. I retreat now to the inner sanctuary to pray for the others." The last entry is dated two weeks before your message arrived.

The book cannot be taken.

Church 4

After passing the two mystically locked doors, you find only a dark, empty room before you. You step into the room and are surprised by a voice, deep and liquid, that comes from everywhere and nowhere at once, "I am Darkness. Know this before you die, we were first. We existed before Kellos and we will exist when he has diminished. Now die!" The darkness comes together in the middle of the room revealing details previously hidden. A fallen priest lies crumpled in the corner, nearby is a chest.

The dead priest is Priest Caron, the head of this church. Protected by his body is the Word of Kellos. Heroes receive 2 conquest tokens when the recover the

book. Give the heroes the appropriate magic card.

The demon, Darkness, has all the regular stats of a master demon. He is protected by natural displacement powers. For every wound delivered to him roll a power die, if the result is a surge, he avoids the wound. Items with the word 'light' in their title will inflict full damage. If the heroes defeat Darkness, they receive 4 conquest tokens and have completed their quest.

The heroes may add to their conquest total by answering the following questions. They receive 1 conquest token for each correct answer.

1. How was the church breached? Betrayal from within.
2. Where are our Members? All dead.
3. By what means did the die? Priest Caron - Darkness, Acolyte Jacob – spiders, Acolyte Martel - Heroes
4. Who was responsible? Acolytes Jacob and Martel.
5. Has the threat to our Order been neutralized? Has it...?

Crypt Entrance

As you descend the stairs, the darkness seems to press in upon you. You struggle to make sense of the destruction that is revealed, almost unwillingly, as you move forward.

Due to the darkness, only reveal areas up to 12 spaces away (LOS only). If a tile cannot be fully seen, do not place that tile. Reveal areas at the end of each hero's movement.

Crypt 1

As you open the door, you surprise a group of skeletons supposedly on guard. There is a pool of dank smelling water here as well as a natural

fissure in the ceiling. The fissure gives off some light from above, albeit faint. One skeleton retreats out of sight down the hall.

The fissure leads to the pit in 'Church 2'.

Crypts 2-3

Bodies in various states of decay lay scattered on the floor in disarray. Grave goods are smashed and befouled amongst bodily wastes.

As the heroes pass crypt 3:

Another door where there should be none. This door appears to be newly, but roughly made. One thing for sure, what lies beyond this door is unknown to The Order.

Crypt 4

An ogre speaks as he turns to face you. The common tongue comes out in a guttural voice, “You got down 'ere. That means the way is open. Or you 'ave a key at least. Master Martel will be pleased.”

Catacomb Entrance

As you open the door, the floor crumbles away ahead of you. It looks as if the ground is unstable in this region. That, combined with the ever present dark, suggests you proceed cautiously. What little light you have is reflected back by glinting green eyes.

The catacombs are darker than the crypts. Only reveal areas up to 6 spaces away (LOS only). The floor is unstable. The encounter markers represent natural pits. As a hero crosses one, have them roll a power die. If they roll a blank they cross the pit successfully. If not, they fall into the pit and take 2 damage that cannot be blocked by armor.

The webs mark the spider territories. They can be removed by hand if you are careful. A surge means the hero removes the web, any other result and the hero will become entangled. Place a web marker on the hero. Kellos's Fire or **Burn** will also clear a web.

If the heroes find the Order acolyte in the pit:

> You carefully climb down into the pit. You fight with the webs imprisoning the body to reveal a bloated, green corpse. His clothes identify him as an Order Member. You barely recognize him as Acolyte Jacob. Still clutched in his hands is an ornate, blue key.

Give the heroes the blue rune key.

Catacomb 1

> As you enter the room, the monsters present all look towards a sorcerer in their midst, awaiting his command. He has his back to you. As he turns around you are shocked to see Acolyte Martel. “Well,” he says, “do you want an explanation?”

If the heroes say yes:

> “An earthquake started it all. Jacob and I were in the crypts cleaning up,as usual, when the dark spoke to us. It promised both of us power in

exchange for a book. I think you know which one. We agreed. But priest Caron found us out, locked us out of the crypts, and hid the key. Now we needed another way to get the dark into the church. It spoke in our dreams and gave us Knowledge and Power. Power enough to snuff the 'sacred flame' and summon Darkness. We took Caron prisoner and made him give us the sanctuary keys. We were told to wait outside while Darkness entered the sanctuary with the priest. When they were inside, Darkness demanded the book and you know what that stupid priest did? He just walks up to a shelf, takes the book down and hands it over! No heroics! No die for the Order here! As soon as Darkness puts a ...hand? on it, another earthquake hits, slams closed both of those doors and sends us running for cover! Jacob runs back into the chapel and falls down a pit that opened up beneath him. I searched for that yellow key for a while and then decided to go after Jacob to get the blue key and let Darkness out. I started to climb down the pit, but must have fallen and hit my head. When I woke up, I was here and I had these powers.... Power enough to send others to do my work! Kill them!

Use a master sorcerer figure for Acolyte Martel. He has the same statistics as a regular acolyte, except he has '2' armor. He uses a normal 'priest staff' as a weapon. Draw 3 Priesthood skill cards, Acolyte Martel has those skills, but some have been twisted by the dark in the following ways:

Benediction - Spirit Leech: when you are successful in a **Melee** or **Magic** attack you may use any surge rolled in that attack to recover 1 fatigue. Surges used in this way cannot be used to increase damage or range.
Chosen - Favored: unchanged
Divine Shield - Shadow Armor: when hit by an attack roll a power die for each wound, for every surge rolled, cancel the wound.
Gifted - Powerful: you have the **Command** ability
Healer - Harm: you may spend 1 fatigue to make a magic attack as if it were a healing roll. The attack inflicts that many wounds.
Just - Vengeful: unchanged
Presence - Terrifying: unchanged

Pure - Impure: you may spend 1 fatigue to inflict a **Poison** marker on your opponent if your **Melee** or **Magic** attack is successful.
Sainted - Cursed: you have the **Undying** ability.
Virtuous - Villainous: unchanged
Warded - Untouchable: unchanged
(the) Word - Cry of the Dark: unchanged

If the heroes defeat Martel, they gain 3 conquest tokens and the red rune key.